

# Nova Simmy

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## OBJECTIVE

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Enthusiastic Computer Science undergraduate seeking an opportunity to build professional skills and gain hands-on experience in a collaborative environment. Motivated to learn from industry professionals, contribute to team success, and apply academic knowledge to real-world challenges while continuously developing technical and professional expertise!

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## PROFESSIONAL EXPERIENCE

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### Cashier / Sales Associate – Bed Bath & Beyond, Cumming, GA

Jan 2022 - August 2022

- Operated a cash register, processed sales transactions, and assisted customers with product inquiries.
- Maintained cleanliness and organization of sales floor and inventory displays.
- Provided friendly and responsive service to ensure positive customer experiences

### Library Teen Volunteer – Sharon Forks & Hampton Park Libraries, Cumming, GA

Jun 2021 – Jul 2021

- Supported children's reading programs and assisted in cataloging/organizing library materials.
- Participated in planning storytelling sessions and summer reading content.

### Summer Camp Extern – Synchrony Financial, Alpharetta, GA

Jun 2020 – Jul 2020

- Planned and led creative learning activities for children in a corporate-sponsored program.
- Communicated professionally with adults and children to ensure program success.

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## EDUCATION

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Georgia State University - Atlanta, GA

Expected Graduation: May 2026

**Bachelor of Science in Computer Science - GPA: 3.03**

**Relevant Coursework:** Data Mining, Fundamentals of Data Science, Probability & Statistics for CS, Linear Algebra, Principles of Macroeconomics, Principles of Microeconomics (in progress), Operating Systems, Design & Analysis of Algorithms, Data Structures, Software Development, Computer Org.

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## SKILLS

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- Programming & Analysis: Java, Python, R, C# (Unity), Assembly (MASM), SQL (basic)
- Systems & Tools: Git/GitHub, Linux/Unix, Jupyter Notebook, Pandas, NumPy, Matplotlib, Excel
- Core Knowledge: Data Cleaning, Statistical Analysis, Algorithm Design, Machine Learning
- Soft Skills: Communication, Time Management, Problem-Solving, Collaboration, Adaptability

## PROJECT EXPERIENCE

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### Data Mining (CSC 4740) Python, Pandas, NumPy, Matplotlib

- Cleaned, merged, and analyzed multi-source education datasets to identify performance trends.
- Applied clustering techniques (K-Means, Hierarchical Clustering) to segment student groups.
- Generated data visualizations and analytical summaries to communicate key insights.

### Design & Analysis of Algorithms (CSC 4520) Java

- Implemented sorting and graph traversal algorithms (Merge Sort, Quick Sort, BFS, DFS).
- Evaluated algorithm performance through time complexity analysis and empirical testing.
- Optimized data structure used to improve runtime efficiency and reduce computational cost.

### Operating Systems & System-Level Programming – CSC 3320 / CSC 4320

- Developed CPU scheduling algorithms (FCFS, SJF, RR, Priority Scheduling) to simulate OS process management.
- Implemented memory handling and concurrency mechanisms in Linux-based environments.
- Demonstrated understanding of process synchronization and resource allocation.

### Computer Organization & Programming – CSC 3210 Assembly (MASM)

- Wrote assembly programs in MASM to practice memory access, loops, and conditional logic.
- Gained hands-on experience with low-level system concepts and register manipulation.

### Capstone One - CSC 4351 Project | First Place, GSU CS Undergraduate Showcase (Fall 2025)

- Earned **1st place** at the Georgia State University **Computer Science Undergraduate Showcase** for developing *Food Oasis*, a mobile platform designed to reduce food insecurity in Georgia.
- Aimed to support small suppliers, reduce food waste, and increase access to fresh food in underserved communities.

### Game Development & Interactive Graphics – CSC 4820 (In Progress) C#, Unity

- Developed 3D interactive scenes in Unity using C#.
- Object-oriented programming to implement player controls, physics, and environment interactions.
- Debugging and performance optimization within Unity's game engine.